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MARSHALL

A SHORT

TREATISE

On the GAME of

WHIST.

CONTAINING

The LAWS of the GAME:

AND ALSO

Some RULES, whereby a Beginner may, with due Attention to them, attain to the Playing it well.

CALCULATIONS for thoſe who will Bet the Odds on any Point of the Score of the Game then playing and depending.

CASES ſtated, to ſhew what may be effected by a very good Player in Critical Parts of the Game.

REFERENCES to CASES, *viz.* at the End of the Rule you are directed how to find them.

CALCULATIONS, directing with moral Certainty, how to play well any Hand or Game, by ſhewing the Chances of your Partner's having 1, 2, or 3 Certain Cards.

With Variety of Caſes added in the Appendix.

By a GENTLEMAN.

The SECOND EDITION.

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MDCCXLIII.

BODLEIAN
5 JUL 1935
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ADVERTISEMENT.

AS some People *in particular may be anxious to know, and the Publick in general may be glad to be informed, by what Means the following Treatiſe came to be uſhered into the World in this Manner, we think they cannot be better ſatisfied on this Head, than by making publick the following Letter from a Gentleman at* Bath *to a Friend of his, and hope they will not take it amiſs if the Gentleman's Name is conceal'd, ſince we are not at Liberty to publiſh it.*

'Dear Sir,

'*IN an Age where the Ignorant and the Unwary, as well as the plain downright honeſt Man of Senſe, are ſo expoſed to the Tricks of Sharpers of all Denominations, from the* Counter *up to the moſt ſacred and reſpectable Offices and Inſtitutions, I thought it would be doing no inconſiderable Service to many of my Countrymen, if I contributed a little to put them upon their Guard and preſerve their Purſes, while they are indulging themſelves in what is elegantly called* Killing Time. *It were indeed to be wiſhed that leſs* Time *was* killed *in the Manner which has put me upon this Undertaking - but as the Itch of Gaming is likely to prel*

'*vai,*

'vail as long as we preſerve any Thing of 'what is now-a-days called polite Taſte; 'and as it ſeems to be an almoſt neceſſary 'Evil, which keeps People of a certain Diſ-'poſition from employing their Time worſe, 'ſo I hope I ſhall deſerve the Thanks of a 'great many, for having been inſtrumental 'in reſcuing them from the Snares which 'they are but too frequently caught in, by 'being over match'd in theſe ſorts of Amuſe-'ments.

'I myſelf, as you very well know, am 'one of thoſe unfortunate Beings, that being 'poſſeſſed of a pretty handſome Fortune, 'and having a great deal of idle Time up-'on their Hands, conſtantly ſpend a little 'Portion of it in Gaming. The Game of 'Whiſt is that which I take moſt Delight 'in, and till of late fancied myſelf all along 'a pretty good Maſter of it. But, to my 'Vexation, it is not long ſince I loſt a con-'ſiderable Sum of Money one Night at it, 'and yet I could not perceive that the Cards 'run extraordinary croſs againſt me; ſo 'that I could not but conclude I was beat 'by ſuperior Skill. This put me upon en-'quiring into the Cauſe, for I was very far 'from imputing my Misfortune to unfair 'Play; and at laſt I found that there was 'a Treatiſe on the Game of Whiſt lately 'diſperſed among a few Hands at a Gui-'nea Price. How to come at one of theſe 'Books I knew not; but at length I wrote

'to

'to an Acquaintance of mine in London 'to purchaſe it for me by all Means, which 'he accordingly did, with no ſmall Diffi- 'culty. As ſoon as I had peruſed it, I 'found I had heretofore been but a Bun- 'gler at this Game, and being thoroughly 'ſenſible of the Advantage which thoſe 'that are poſſeſſed of this Book have over 'the innocent Player, I thought I could not 'oblige my Friends better than by printing 'a few of them to make preſents of. Ac- 'cordingly I applied to a Stationer, who 'offered to make me a Preſent of half a 'Hundred of them, provided I would al- 'low him to print a few more for his own 'Uſe. This I readily complied with, eſpe- 'cially in Conſideration of the Impoſition 'and Hardſhip the Publick lay under; firſt 'by not being able to get the ſaid Book un- 'der a Guinea, and then by its being re- 'ſerved only in a few Hands, that might 'make a bad Uſe of it: For tho' a Man of 'ſuperior Skill in theſe Amuſements, that 'takes an Advantage of an ignorant Play- 'er, cannot, according to the common Ac- 'ceptation of the Word, be deemed a Shar- 'per, yet, when he purſues that Ad- 'vantage, after he has found out the 'Weakneſs of his Antagoniſt, it muſt be 'confeſſed that if he is not a Sharper, he 'is at leaſt very near a-kin to one.

'Thus much I have thought fit to ac- quaint you with, in regard to my Conduct

'in

‘ in this Affair, which I hope will receive
‘ the Commendations of every honeſt well-
‘ meaning Man and fair Gameſter, and
‘ your's in particular, which is the greateſt
‘ Ambition of

‘ Your ſincere Friend, and

‘ humble Servant.

THE

THE

CONTENTS.

CALCULATIONS, *directing with moral Certainty how to play well, any Hand or Game, by ſhewing the Chances of your Partners having* 1, 2, *or* 3 *certain Cards.* p. 2

Some Computations *for laying of your Money at the Game of* WHIST. p. 4

The Laws *of the Game at* Whiſt p. 7

CHAP. I.

Some General Rules *to be obſerv'd by* Beginners. p. 11

CHAP. II.

Some Particular Rules *to be obſerved.* p. 22

CHAP. III.

Particular Games, *and the manner in which they are to be played, after*

after a Learner has made ſome Progreſs in the Game. p. 25

CHAP. IV.

Games *to be played with certain* Obſervations, *whereby you are aſſured that your Partner has no more of the Suit played either by yourſelf or him,* p. 32

CHAP. V.

Particular Games *both to endeavour to deceive anddiſtreſs your Adverſaries, and to demonſtrate your Game to your Partner.* p. 35.

CHAP. VI.

Particular Games *to be played, by which you run the Risk of looſiug one Trick only, to gain three.* p. 36

CHAP. VII.

Particular Games *to be played when your Adverſary turns up an Honour on your right Hand, with* Directions *how to play when an Honour is turned up on your left Hand.* p. 42

The Contents.

CHAP. VIII.

A CASE *to demonſtrate the Danger of forcing your Partner.*

CHAP. IX.

Containing Variety of CASES, *intermixed with* Calculations, *demonſtrating when it is proper, at ſecond Hand, to put up the King, Queen, Knave or Ten, with one ſmall Card of any Suit, &c.* p. 47

CHAP. X.

Some Directions *for putting up at ſecond Hand, King, Queen, Knave or Ten, of any Suit, &c.*

CHAP XI.

Some Directions *how to play when an Ace, King, or Queen are turned up on your Right-hand &c.* p. 57

CHAP XII.

The Ten or Nine being turn'd up on your Right-hand, &. p. 63

The Contents:

CHAP XIII.

A Caution *not to part with the Command of your Adverſaries great Suit*, &c. p. 67

CHAP. XIV.

Some Purchaſers of the Treatiſe *in Manuſcript, diſpoſed of the laſt Winter, having deſired a further Explanation concerning the playing of Sequences, they are explained in the following manner.* p. 74

A SHORT

TREATISE

On the GAME of

WHIST.

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TREATISE

On the GAME of

WHIST.

THE Author of this Treatiſe did promiſe, if it met with Approbation, to make an Addition to it by way of APPENDIX, which he has done accordingly.

He has alſo fram'd an *Artificial Memory*, which takes not off your Attention from your Game; and if required, he is ready to communicate it, upon Payment of one Guinea.

And alſo, He will explain any *Caſes* in the Book, upon Payment of one Guinea more.

It is neceſſary to premiſe, that thoſe, who intend to read this Treatiſe, are deſired to peruſe the following Calculations; and they need only charge their Memories with thoſe that are mark'd with a *N. B.* upon which the whole Reaſoning of this Treatiſe depends.

Calculations, *directing with moral Certainty, how to play any Hand or Game, ſhewing the Chances of your Partners having one, two, or three certain Cards.*

For EXAMPLE.

I. I WOU'D know what is the Chance of his having one certain Card?

Anſwer.

Anſwer.

That he has it not is *N. B.* 2 to 1

II. I would know what are the Chances of his having two certain Cards?

Anſwer.

	againſt him.		for him.
That he has One of them only, is - - 1	31	to	26
That he has not both of them - - - - -	17	to	2
But that he has 1 or both is about 5 to 4, or	*NB.* 25	to	32

III. I would alſo know, what are the Chances of kis having three certain Cards?

Anſwer.

	for him.		againſt him.
That he holds 1 of them only, is 325 for him, to 378 againſt him, or about - - -	6	to	7
That he has not 2 of them only, is 156 for him, to 547 againſt him or about - - - - - -	2	to	6
That he has not all 3 of them, is 22 for him, to 681 againſt him or about - - - - - - -	1	to	31

But that he has 1 or 2 of them is 481 for him to 222 againſt him, or about - - -	13	to	6
And that he has 1, 2, or all three of them is about N. *B.*	5	to	2

Some Computations for the Laying of your Money at the Game of Whiſt.

With the Deal.

The Deal - - is	21	to	20
1 Love - - -	11	to	10
2 - - -	5	to	4
3 - - -	3	---	2
4 - - -	7	---	4
5 is 2 to 1 of the Game, and 1 of the Lurch	52	---	1
6 - -	5	---	2
7 - - -	7	---	2
8 - - -	5	---	1
9 is about - -	9	---	2

With the Deal.

2 to 1	- - -	is 9 to 8
3 to 1	- - -	9 to 7
4 to 1	- - -	9 to 6
5 to 1	- - -	9 to 5
6 to 1	- - -	9 to 4
7 to 1	- -	3 to 1
8 to 1	- - -	9 to 2
9 to 1	is about - -	4 to 1

With the Deal.

3 to 2	- - -	is 8 to 7
4 to 2	- -	4 to 3
5 to 2	-	8 to 5
6 to 2	- - -	2 to 1
7 to 2	- - -	8 to 3
8 to 2	- - -	4 to 1
9 to 2	is about -	7 to 2

With the Deal.

4 to 3	- -	is 7 to 6
5 to 3	- -	7 to 5
6 to 3	- -	7 to 4
7 to 3	- - -	7 to 3
8 to 3	- - - -	7 to 2
9 to 3	is about - -	3 to 1

With

With the Deal.

5 to 4	- -	is 6 to 5
6 to 4	- - -	6 to 4
7 to 4	- - -	2 to 1
8 to 4	- -	3 to 1
9 to 4 is about	-	5 to 2

With the Deal.

6 to 5	- - -	is 5 to 4
7 to 5	- -	5 to 3
8 to 5	- - -	5 to 2
9 to 5 is about	-	2 to 1

With the Deal.

7 to 6	- - -	is 4 to 3
8 to 6	- -	2 to 1
9 to 6	- - -	7 to 4

With the Deal.

8 to 7 is above	- -	3 to 2
9 to 7 is about	-	12 to 8

8 to 9, upon the beſt Computation made at Preſent, is about three and half in the Hundred, in

in Favour of eight with the Deal; againſt the Deal, the Odds is ſtill, tho' ſmall, in Favour of eight.

The Laws of the Game of WHIST.

1. IF any Perſon plays out of his Turn, it is in the Option of the adverſe Parthies either to call the Card then played at any in that Deal (in caſe he does not make him revoke) or the Perſon who is to lead, may demand his Partner to name the Suit which he would have him play from.

2. No Revoke to be claim'd till the Trick is turned, or the Party who revoked, or his Partner, have played again.

3. If

3. If a Revoke happens to be made, the reverſe Party may take down three Points from the Scores, or add three Points to his own Score, or take three of his Adverſaries Tricks; the Revoke takes place of any other Score of the Game.

4. *A* and *B* are 9 Love, the next Deal they win 13 Tricks with four Honours, *A* revokes; *Query*, what is the Penalty?

A ann *B* are to ſcore ten Points, and the Adverſaries are to take down three Points from the Score, and *A* and *B* to remain ſeven only.

5. If any calls at any Point of the Game, except 8, the adverſe Party may call a new Deal.

6. After the Trump-Card is ſeen, no Body aught to remind his Partner to call.

7. If the Trump-Card is ſeen, no Honours in the preceeding Deal

Deal can be ſet up, unleſs they were claimed.

8. If any Perſon ſeparates a Card from the reſt, either of the adverſe Parties may call it, provided he names it, and proves the Separation.

9. Each Perſon ought to lay his Card before him after he has done ſo, if either of the adverſe Parties mix their Card with his, his Partner is intitled to demand each Perſon to lay his Card before him.

10. No Perſon ought to demand what is the Trump Card after he has played, becauſe it puts it in the Power of his Partner, (if he thinks fit) to name the wrong Card.

11. If any Perſon revokes, and before the Cards are turned, diſcovers it, the adverſe Party may call either the Higheſt or Loweſt of the Suit led.

12. If a Card in dealing is turn'd up, it is in the Option of the adverſe Party to call a new Deal, unleſs they have been the Cauſe of turning up ſuch Card.

13. If the Ace, or any other Card of any Suit is led, and that it ſhould ſo happen that the laſt Player plays out of his turn, whether his Partner has any of the Suit led or not (provided you do not make him revoke) he is neither intitled to trump it, nor win that Trick.

14. If a Card is faced in the Pack, they muſt deal again, except it is the laſt Card.

CHAP. I.

Some general Rules to be obſerv'd by Beginners.

I.

WHEN you lead, begin with the beſt Suit in your Hand; if you have a Sequence of King, Queen and Knave, or Queen, Knave and Ten, they are ſure Leads, and never fail gaining the Tenace to yourſelf or Partner in other Suits; and begin with the higheſt of the Sequence, unleſs you have five in Number, in that caſe play the loweſt (except in Trumps, when you muſt always play the higheſt) in order to get the Ace or King out of your Partners, or Adverſary's Hands, by which Means you make Room for your Suit.

II.

If you have five of the ſmalleſt Trumps, and not one good Card in the other Suits, trump out, which will have this good Conſequence at leaſt, to make your Partner the laſt Player, and by that Means gives him the Tenace.

III.

If you have two ſmall Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refuſes either of your Suits, do not force him, becauſe that may weaken his Game too much.

IV.

You need ſeldom return your Partners Lead, if you have good Suits of your own to play, unleſs it be to endeavour to ſave or win a Game: What is meant by

by good Suits is, in Caſe you ſhould have Sequences of King, Queen and Knave, or Queen, Knave and Ten.

V.

If you have each five Tricks, and you are aſſured of getting two Tricks in your own Hand, do not fail winning them, in expectation of ſcoring 2 that Deal, becauſe, if you loſe the odd Trick, it makes 2 difference, and you play 2 to 2 againſt yourſelf.

An Exception to the foregoing Rule is, when you ſee a Probability either of ſaving your Lurch or winning the Game, in either of which Caſes you are to risk the odd Trick.

VI.

When you have a Probability of winning the Game, always risk a Trick or two, becauſe the Share of the Stake, which your Adverſary has by a new Deal will amount to more than the Point

Point or two which you risk by that Deal.

The foregoing Caſe refers to Chap. VI. Caſe 1, 2, 3, 4, 5, 6.

VII.

If your Adverſary is 6 or 7 Love, and you are to lead, your Buſineſs in that Caſe is to risk a Trick or two, in hopes of putting your Game upon an Equality; therefore, admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps, by which means you will ſtrengthen your Partner's Game, if he is ſtrong in Trumps; if he is weak, you do him no Injury.

VIII.

If you are four of the Game you muſt play for an odd Trick, becauſe it ſaves one half of the Stake which you play for; and,

in

in order to win the odd Trick, tho' you are pretty ſtrong in Trumps, be cautious how you trump out. What is meant by Strength in Trumps, is, in caſe you ſhould have 1 Honour and 3 Trumps.

IX.

If you are 9 of the Game, and tho' very ſtrong in Trumps, if you obſerve your Partner to have a Chance of trumping any of your Adverſary's Suits, in that Caſe do not trump out, but give him an Opportunity of trumping thoſe Suits. If your Game is ſcored 1, 2, or 3, you muſt play the Reverſe; and at 5, 6, or 7, becauſe in theſe two laſt recited Caſes you play for more than 1 Point.

X.

If you are laſt Player, and find that the third Hand cannot put up a good Card to his Partner's

ner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adverſary, which gives your Partner the Tenace in that Suit, and often obliges the Adverſary to change Suits, and conſequently gains the Tenace in that new Suit alſo.

XI.

If you have Ace, King, and four ſmall Trumps, begin with a ſmall one, becauſe it is an equal Wager that your Partner has a better Trump than the laſt Player: if ſo, you have three Rounds of Trumps: if not, you cannot fetch out all the Trumps.

XII.

If you have Ace, King, Knave, and three ſmall Trumps, begin with the King, and then play the Ace (except one of the Adverſary's refuſe Trumps) becauſe the Odds is in your Favour that the Queen falls.

If

XIII.

If you have King, Queen, and four ſmall Trumps, begin with a ſmall one, becauſe the Odds is of your Side that your Partner has an Honour.

XIV.

If you have King, Queen, Ten, and three ſmall Trumps, begin with the King, becauſe you have a fair Chance that the Knave falls in the ſecond Round; or you may wait to fineſs your Ten upon the Return of Trumps from your Partner.

Refers to Chap. VII. Caſe 1, 2, 3.

XV.

If you have Queen, Knave, and four ſmall Trumps, begin with a ſmall one, becauſe the Odds in your favour that your Partner has an Honour.

XVI.

If you have Queen, Knave, Nine, and three ſmall Trumps, begin with the Queen, becauſe

you have a fair Chance that the Ten falls in the ſecond Round; or you may wait to fineſs the Nine.

Refers to Chap. VII. Caſe 1, 2, 3.

XVII.

If you have Knave, Ten, and four ſmall Trumps, begin with a ſmall one, for the Reaſons aſſign'd in N° 15.

XVIII.

If you have Knave, Ten, Eight, and three ſmall Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds is in your favour that the three Honours fall in two Rounds.

XIX.

If you have ſix Trumps of a lower Denomination, you are to begin with the loweſt, unleſs you ſhould have Ten, Nine, and Eight, and an Honour turns up againſt you; in that Caſe, if you are to play thro' the Honour, begin

begin with the Ten, which obliges the Adverſary to play his Honour to his Diſadvantage, or leaves it in your Partner's Option whether he will paſs it or not.

XX.

If you have Ace, King, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXI.

If you have Ace, King, Knave, and two ſmall Trumps, begin with the King, which, next to a moral Certainty, ſhews to your Partner that you have Ace and Knave remaining; and by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to fineſs the Knave, and no ill Conſequence can attend ſuch Play, except the Queen lies behind you ſingle.

Refers to Chap. VII. Caſe 1, 2, 3.

XXII.

If you have King, Queen, and three ſmall Trumps, begin with a ſmall one, for Reaſons aſſigned in N° 15.

XXIII.

If you have King, Queen, Ten and two ſmall Trumps, begin with the King, for the Reaſons aſſigned in N° 21.

XXIV.

If you have Queen, Knave, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXV.

If you have Queen, Knave, Nine, and two ſmall Trumps, begin with the Queen, for the Reaſons aſſigned in N° 16.

XXVI.

If you have Knave, Ten, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXVII.

If you have Knave, Ten, Eight, and two ſmall Trumps, begin

begin with the Knave, becauſe in two Rounds of Trumps it is Odds but that the Nine falls; or upon the Return of Trumps from your Partner; you may fineſs the Eight.

XXVIII.

If you have five Trumps of a lower Denomination, it is the beſt Play to begin with the loweſt, unleſs you have a Sequence of Ten, Nine, and Eight; in that Caſe, begin with tne higheſt of the Sequence.

XXIX.

If you have Ace, King, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N° 15.

XXX.

If you have Ace, King, Knave, and one ſmall Trump, begin with the King, for the Reaſons aſſigned in N° 21.

XXXI.

If you have King, Queen, and two ſmall Trumps, begin with a ſmall

a ſmall one, for the Reaſons aſſigned in N° 15.

XXXII.

If you have King, Queen, Ten, and one ſmall Trump, begin with the King, and wait for Return of Trumps from your Partner, when you are to fineſs your Ten, in order to win the Knave.

XXXIII.

If you have Queen, Knave, Nine, and one ſmall Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV.

If you have Knave, Ten, and two ſmall Trumps, begin with a ſmall One, for the Reaſons aſſign'd in No. 15.

XXXV.

If you have Knave, Ten, Eight, and one ſmall Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

If

XXXVI.

If you have Ten, Nine, Eight and 1 ſmall Trump, begin with the Ten, which leaves it in your Partners Diſcretion, whether he will paſs it or not.

XXXVII.

If you have Ten and three ſmall Trumps, begin with a ſmall one.

CHAP. II.

Some PARTICULAR RULES *to be obſerved.*

I.

IF you have Ace, King, and four ſmall Trumps, with a good Suit, you muſt play three Rounds of Trumps, otherwiſe you may have your ſtrong Suit trumped.

II.

If you have King, Queen, and four ſmall Trumps, with a good Suit, trump out with the King, becauſe when you have the Lead again;

again, you will have 3 Rounds of Trumps.

III.

If you have King Queen, Ten and three ſmall Trumps, with a good Suit, trump out with the King, in expectation of the Knave's falling at the ſecond Round; and do not wait to fineſs the Ten, for fear your ſtrong Suit ſhould be trumped.

IV.

If you have Queen, Knave, and three ſmall Trumps, with a good Suit, trump out with a ſmall one.

V.

If you have Queen, Knave, Nine, and two ſmall Trumps, with a good Suit, trump out with the Queen, in expectation of the Ten's falling at the ſecond Round; and do not wait to fineſs the Nine, but trump out a ſecond time, for the Reaſons aſſigned in Caſe III. in this Chapter.

VI.

If you have Knave, Ten, and three ſmall Trumps, with a good Suit, trump out with a ſmall one.

VII.

If you have Knave, Ten, Eight, and two ſmall Trumps, with a good Suit, trump out with the Knave, in expectation of the Nine's falling at the ſecond Round.

VIII.

If you have Ten, Nine, Eight, and one ſmall Trump, with a good Suit, trump out with the Ten.

CHAP. III.

PARTICULAR GAMES, *and the Manner in which they are to be played, after a Learner has made ſome Progreſs in the Game.*

I.

SUPPOSE you are Elder Hand, and that your Game conſiſts of King, Queen, and Knave of one Suit, Ace, King, Queen, and two ſmall Cards, of another Suit, King and Queen of the third Suit, and three ſmall Trumps. *Query*, How is this Hand to be played? You are to begin with the Ace of your beſt Suit (or a Trump) which informs your Partner that you have the Command of that Suit; but you are not to proceed with the King of the ſame Suit, but you muſt play a Trump next; and if you find your Partner has no

no ſtrength to ſupport you in Trumps, and that your Adverſary plays to your weak Suit, *viz.* the King and Queen only, in that Caſe play the King of the Suit which belongs to the beſt Suit; and if you obſerve a Probability of either of your Adverſaries being likely to trump that Suit, proceed then and play the King of the Suit, of which you have King, Queen and Knave: If it ſhould ſo happen, that your Adverſaries do not play to your weakeſt Suit, in that Caſe, tho' apparently your Partner can give you no Aſſiſtance in Trumps, purſue your Scheme of trumping out as often as the Lead comes into your Hand, by which means, ſuppoſing your Partner to have but two Trumps, and that your Adverſaries have four each, by three Rounds of Trumps, there remains only two Trumps againſt you.

II.

Elder Hand.

Suppoſe you have Ace, King, Queen, and one ſmall Trump, with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and purſue the Lead with the Ace, which demonſtrates to your Partner that you have the King; And as it would be bad Play to purſue Trumps the third Round, 'till you have firſt gain'd the Command of your great Suit, by ſtopping thus, it likewiſe informs your Partner that you have the King and one Trump only remaining, becauſe, if you had Ace, King, Queen, and two Trumps more, and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead your Sequence, begin with the

the loweſt, becauſe if your Partner has the Ace, he plays it, which makes room for your Suit. And ſince you have let your Partner into the State of your Game, as ſoon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adverſaries Hands of all their Trumps.

III.

Second Player.

Suppoſe you have Ace, King, and two ſmall Trumps, with a Quint-major of another Suit; in the third Suit you have three ſmall Cards, and in the fourth Suit one. Your Adverſary on your Right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King: in that Caſe, do not trump it, but throw away a loſing

ſing Card; and if he proceeds to play the Queen, throw away another looſing Card; and do the like the fourth time, in hopes your Partner may trump it, who will in that Caſe play a Trump, or will play to your ſtrong Suit; if Trumps are played, go on with them two Rounds, and then proceed to play your ſtrong Suit, by which means, if there happens to be four Trumps in one of the Adverſary's Hands, and two in the other, which is nearly the Caſe, your Partner being intitled to have three Trumps out of the nine, conſequently there remains only ſix Trumps between the Adverſaries; your ſtrong Suit forces their beſt Trumps, and you have a Probability of making the odd Trick in your own Hand only; whereas if you had trumped one of your Adverſaries beſt Cards, you had ſo weak-

weakened your Hand, as probably not to make more than five Tricks without your Partner's help.

IV.

Suppoſe you have Ace, Queen, and three ſmall Trumps; Ace, Knave, Ten, and Nine of another Suit; with two ſmall Cards of each of the other Suits: Your Partner leads to your Ace, Knave, Ten, and Nine; and as this Game requires rather to deceive your Adverſaries, than to inform your Partner, put up the Nine, which naturally leads the Adverſary to play Trumps, if he wins that Card. As ſoon as Trumps are played to you, return them upon your Adverſary, keeping the Command in your own Hand. If your Adverſary who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he

he will return your Partner's Lead, imagining that Suit lies between his Partner and yours; if this Fineſs of yours ſhould ſucceed, you will be a great Gainer by it, but ſcarcely poſſible to be a Loſer.

V.

Suppoſe you have Ace, King, and three ſmall Trumps, with a Quart from a King and two ſmall Cards of another Suit, and one ſmall Card on each of the other Suits; your Adverſary leads a Suit of which your Partner has a Quart-major; your Partner puts up the Knave, and then proceeds to play the Ace: you refuſe to that Suit by playing your looſe Card; when your Partner plays the King, your right-hand Adverſary trumps it, ſuppoſe with the Knave or Ten, do not over-trump him, which may probably loſe you two or three Tricks by weakening of your

your Hand: But if he leads to the Suit of which you have none, trump it, and then play the loweſt of your Sequence, in order to get the Ace either out of your Partner's or Adverſaries Hand; which accompliſhed, as ſoon as you get the Lead, play two Rounds of Trumps, and then proceed to play your ſtrong Suit. Inſtead of your Adverſaries playing to your weak Suit, if he ſhould play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your ſtrong Suit. But you will ſeldom find this laſt Method practiſed, except by moderate Players.

CHAP. IV.

Games *to be played with certain* Obſervations, *whereby you are aſſured that your Partner has no more of the Suit played either by yourſelf or him.*

I.

Firſt Example.

SUPPOSE you lead from Queen, Ten, Nine, and two ſmall Cards of any Suit; the ſecond Hand puts on the Knave, your Partner plays the Eight; in this Caſe, you having Queen, Ten and Nine, it is a Demonſtration, if he plays well, that he can have no more of that Suit. Therefore, by that Diſcovery, you may play your Game accordingly, either by forcing him to trump that Suit if you are ſtrong in Trumps, or by playing ſome other Suit.

II. *Se-*

II. *Second Example.*

Suppoſe you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonſtrates he has no more of that Suit.

III. *Third Example, which varies from the two former.*

Suppoſe you have King, Queen, and many more of a Suit, and you begin with the King; in ſome Caſes it is good Play in a Partner, when he has the Ace and one ſmall Card in that Suit only, to win his Partner's King with the Ace; for ſuppoſe he is very ſtrong in Trumps, by taking his Partner's King with the Ace, he trumps out, and after he has clear'd the Board of Trumps he returns his Partner's Lead, and having parted with the Ace of that Suit, he has made Room for his Partner to make that whole Suit, which poſſibly could not

have been done if he had kept the Command in his Hand.

And ſuppoſing his Partner has no other good Card in his Hand beſides that Suit, he loſes nothing by the Ace's taking of his King; but if it ſhould ſo happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play; and as your Partner has taken your King with the Ace, and trumps out upon it, you have Reaſon to judge he has one of that Suit to return you, therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

CHAP. V.

Particular Games both to endeavour to deceive and diſtreſs your Adverſaries, and to demonſtrate your Game to your Partner.

I. *Firſt Example.*

SUPPOSE I play the Ace of a Suit of which I have Ace, King, and three ſmall ones; the laſt Player does not chooſe to trump it, having none of the Suit; if I am not ſtrong enough in Trumps, I muſt not play out the King, but keep the Command of that Suit in my Hand by playing of a ſmall one, which I muſt do in order to weaken his Game.

II. *Second Example.*

If a Suit is led of which I have none, and a moral Certainty that my Partner has not the beſt of that Suit, in order to deceive the Adverſary I throw away my ſtrong Suit; but, to clear up Doubts to my

my Partner, when he has the Lead I throw away my weak Suit: This Method of Play will generally ſucceed, unleſs you play with very good Players, and even with them, you will oftener gain than loſe by this Method of Play.

CHAP. VI.

Particular GAMES *to be played, by which you run the risk of loſing one Trick only to gain three.*

I. *Firſt Example.*

SUPPOSE Clubs to be Trumps, a Heart is play'd by your Adverſary; your Partner having none of that Suit; throws away a Spade; you are then to judge his Hand is compoſed of Trumps and Diamonds; and ſuppoſe you win that Trick, and being too weak in Trumps, you dare not force him; and ſuppoſe you ſhould have King, Knave, and one ſmall Diamond; and

and further ſuppoſe your Partner to have Queen and five Diamonds; in that Caſe, by throwing out your King in your firſt Lead, and your Knave in your ſecond; your Partner and you may win five Tricks in that Suit; whereas if you had led a ſmall Diamond, and your Partners Queen having been won with the Ace, the King and Knave remaining in your Hand, obſtructs his Suit: And tho' he may have the long Trump, yet, by playing a ſmall Diamond, and his long Trump having been forced out of his Hand, you loſe by this Method of Play three Tricks in that Deal.

II. *Second Example.*

Suppoſe in the like Caſe of the former, you ſhould have Queen, Ten, and one ſmall Card in your Partners ſtrong Suit; which is to be diſcovered by the former Example; and ſuppoſe your Partner to have Knave and five ſmall Cards

Cards, in his ſtrong Suit; you having the Lead are to play your Queen, and when you play again you are to play your Ten; and ſuppoſe him to have the long Trump, by this Method he makes four Tricks in that Suit; but ſhou'd you play a ſmall one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the ſecond Round, of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obſtructs the Suit, by which Method of Play you loſe three Tricks in that Deal.

III. *Third Example.*

If the former Examples you have been ſuppoſed to have had the Lead, and by that means have had an Opportunity of throwing out the beſt Cards in your Hand of your Partner's ſtrong Suit, in order to make room for the whole Suit; we will now ſuppoſe your Part-

Partner is to lead, and in the courſe of Play it appears to you that your Partner has one great Suit; ſuppoſe Ace, King, and four ſmall ones, and that you have Queen, Ten, Nine, and a very ſmall one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you ſee, in the third Round, you make your Queen, and having a ſmall one remaining, you do not obſtruct your Partner's great Suit, whereas if you had kept your Queen and Ten, and the Knave have fallen from the Adverſaries, you had loſt two Tricks in that Deal.

IV. *Fourth Example.*

Suppoſe in the courſe of Play, as in the former Caſe, you find your Partner to have one great Suit, and that you have King, Ten, and a ſmall one of that Suit, your Partner leads the Ace, in that Caſe play your Ten, and in

the ſecond Round your King; this Method is to prevent a Poſſibility of obſtructing your Partner's great Suit.

V. *Fifth Example.*

Suppoſe your Partner has Ace, King, and four ſmall Cards in his great Suit, and that you have Queen, Ten, and a ſmall Card in that Suit, when he plays his Ace do you play your Ten, and when he plays his King, do you play your Queen, by which Method of Play you only risk one Trick to get four.

VI. *Sixth Example.*

We will now ſuppoſe you to have five Cards of your Partner's ſtrong Suit, *viz.* Queen, Ten, Nine, Eight, and a ſmall one; and that your Partner has Ace, King, and four ſmall ones; when your Partner plays the Ace, do you play your Eight; when he plays the King, do you play your Nine; and in the third Round, no body having

having any of that Suit, except your Partner and you, proceed then to play the Queen, and then the Ten; and having a ſmall one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a ſmall one to play to your Partner.

CHAP. VII.

Particular Games *to be played when your Adverſary turns up an Honour on your right Hand, with* Directions *how to play when an Honour is turned up on your left Hand.*

I. *Firſt Example.*

SUppoſe the Knave is turned up on your right Hand, and that you have King, Queen and Ten, in order to win the Knave, begin to play with your King, by which Method of Play, your Partner

may ſuppoſe you to have Queen and Ten remaining, eſpecially if you have a ſecond Lead, and that you do not proceed to play your Queen.

II. *Second Example.*

The Knave being turn'd up as before, and that you have Ace, Queen, and Ten, by playing of your Queen, it anſwers the like purpoſe of the former Rule.

III. *Third Example.*

If the Queen is turned up on your Right-hand, and that you have Ace, King, and Knave, by playing your King, it anſwers the like purpoſe of the former Rule.

IV. *Fourth Example.*

Suppoſe an Honour is turned up on your Left-hand, and ſuppoſe you ſhould hold no Honour, in that Caſe you are to play Trumps thro' that Honour; but in caſe you ſhould hold an Honour (except the Ace) you muſt be cautious how you play Trumps, becauſe,

becauſe, in caſe your Partner holds no Honour, your Adverſary will play your own Game upon you.

CHAP. VIII.

A CASE *to demonſtrate the Danger of forcing your Partner.*

I.

SUPPOSE *A* and *B* Partners, and that *A* has a Quint-major in Trumps, with a Quint-major, and three ſmall Cards of another Suit, and that *A* has the Lead; and let us ſuppoſe the Adverſaries *C* and *D* to have only five Trumps in either Hand; in this Caſe, *A* having the Lead, wins every Trick.

II.

Suppoſe, on the contrary, *C* has five ſmall Trumps, with a Quint-major and three ſmall Cards of another Suit, and that C has a Lead,

Lead, who forces *A* to trump firſt, by which means *A* wins only five Tricks.

III.

A CASE *to demonſtrate the Advantage by a Saw.*

Suppoſe *A* and *B* Partners, and that *A* has a Quart-major in Clubs, they being Trumps, another Quart-major in Hearts, another Quart-major in Diamonds, and the Ace of Spades. And let us ſuppoſe the Adverſaries *C* and *D* to have the following Cards, *viz*, *C* has four Trumps, eight Hearts, and one Spade; *D* has five Trumps and eight Diamonds, *C* being to lead, plays an Heart, *D* trumps it; *D* plays a Diamond, *C* trumps it; and thus purſuing the Saw, each Partner trumps a Quart-major of *A*'s; and *D* being to play at the ninth Trick, plays a Spade, which *C* trumps; thus *C* and *D* have won the nine firſt Tricks, and leave *A* with his Quart-major in Trumps only.

The

The foregoing Caſe ſhews, that whenever you gain the Advantage of eſtabliſhing of a Saw, it is your Intereſt to embrace it.

(*What follows in this* TREATISE *is the Addition promiſs'd.*)

CHAP. IX.

Containing Variety of CASES, *intermixed with* CALCULATIONS, *demonſtrating when it is proper, at ſecond Hand, to put up the King, Queen, Knave, or Ten, with one ſmall Card of any Suit, &c.*

I.

SUPPOSE you have four ſmall Trumps; in the three other Suits you have one Trick ſecure in each of them; and ſuppoſe your Partner has no Trump, in that Caſe the remaining nine Trumps muſt be divided between your Adverſaries, ſuppoſe five in one Hand,

Hand, and four in the other; As often as you have the Lead, play Trumps, and ſuppoſe you ſhould have four Leads, in that Caſe, you ſee, your Adverſaries make only five Tricks out of nine Trumps; whereas if you had ſuffer'd them to make their Trumps ſingle, they might poſſibly have made nine Tricks.

By this Example you ſee the Neceſſity there is of taking out two Trumps for one upon moſt Occaſions.

Yet there is an Exception to the foregoing Rule, becauſe if you find in the courſe of Play that your Adverſaries are very ſtrong in any particular Suit, and that yourPartner can give you no Aſſiſtance, in ſuch a Caſe you are to examine your own, and alſo your Adverſaries Scores, becauſe by keeping one Trump in your Hand to trump ſuch Suit, it may be either a means to ſave or win a Game.

Sup-

II.

Suppoſe you have Ace, Queen, and two ſmall Cards of any Suit; your right-hand Adverſary leads that Suit; in that Caſe, do not put up your Queen, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you have the Command of that Suit.

An Exception to the foregoing Rule is, in caſe you want the Lead, that you are to put up your Queen.

III.

Never chooſe to lead from King, Knave, and one ſmall Card in any Suit, becauſe it is 2 to 1 that your Partner has not the Ace, and alſo 32 to 25, or about 5 to 4 that he has Ace or Queen; and therefore as you have only about 5 to 4 in your favour, and as you muſt have four Cards in ſome other Suit, ſuppoſe the Ten

to be the higheſt, lead that Suit, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the laſt Player; and if the Ace of the firſt-mentioned Suit lies behind you, which is an equal Wager it ſhould ſo happen, in caſe your Partner has it not, in this Caſe, on your Adverſaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV.

Suppoſe in the Courſe of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adverſaries have none, and that you have no winning Card in your Hand, but that you have Reaſon to judge your Partner has a thirteenth Card, or ſome other winning Card in his Hand; in that Caſe play a ſmall Trump, to put the

the Lead into his Hand, in order to throw away any loſing Card in your Hand, upon ſuch thirteenth or other good Card.

CHAP. X.

Some Directions *for putting up at ſecond Hand, King, Queen, Knave or Ten, of any Suit*, &c.

I.

SUppoſe you have the King and one ſmall Card of any Suit, and that your right-hand Adverſary plays that Suit; if he is a good Player do not put up the King, unleſs you want the Lead, becauſe a good Player ſeldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his ſtrong Suit.

II.

Suppoſe you have a Queen and one ſmall Card of any Suit, and

that your right-hand Adverſary leads that Suit; do not put on your Queen, becauſe, ſuppoſe the Adverſary has led from the Ace and Knave, in that Caſe, upon the Return of that Suit, your Adverſary fineſſes the Knave, which is generally good Play, eſpecially if his Partner has played the King, you thereby make your Queen; but by putting on the Queen, it ſhews your Adverſary that you have no ſtrength in that Suit, and conſequently puts him upon fineſſing upon your Partner throughout that whole Suit.

III.

In the former Examples you have been informed when it is thought proper to put up the King or Queen at ſecond Hand; you are likewiſe to obſerve, in caſe you ſhould have the Knave or Ten of any Suit, with a ſmall Card of the ſame Suit, it is generally bad Play to put up either of them

them at ſecond Hand, becauſe it is 5 to 2 that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds againſt you is 5 to 2, and though you ſhou'd ſucceed ſometimes by this Method of Play, yet in the main you muſt be a Loſer, becauſe it demonſtrates to your Adverſaries that you are weak in that Suit, and conſequently they fineſs upon your Partner throughout that whole Suit.

IV.

Suppoſe you have Ace, King, and three ſmall Cards of a Suit, your right-hand Adverſary leads that Suit, upon which you play your Ace, and your Partner plays the Knave; in caſe you are ſtrong in Trumps, you are to return a ſmall one in that Suit, in order to let your Partner trump it: and this Conſequence attends ſuch Play, *viz.* you keep the

the Command of that Suit in your own Hand, and at the ſame time it gives your Partner an Intimation that you are ſtrong in Trumps, and therefore he may play his Game accordingly, either in attempting to eſtabliſh a Saw, or by trumping out to you, if he has either ſtrength in Trumps, or the Command of the other Suits.

V.

Suppoſe *A* and *B*'s Game is ſcored 6, the Adverſaries *C* and *D* is ſcored 7, and that 9 Cards are played out, of which *A* and *B* have won 7 Tricks, and ſuppoſe no Honours are reckoned in that Deal, in this Caſe *A* and *B* have won the odd Trick, which puts their Game upon an Equality, and ſuppoſe *A* to have the Lead, and that *A* has two of the ſmalleſt Trumps remaining, with two winning Cards of other Suits; and ſuppoſe *C* and *D* have the

the two beſt Trumps between them, with two other winning Cards in their Hands, *Query*, How are you to play this Game? It is 11 to 3 that *C* has not the two Trumps, and likewiſe 11 to 3 that *D* has them not; the Odds being ſo much in *A*'s favour to win the whole Stake, it is his Intereſt to play a Trump, for ſuppoſe the Stake to he 70*l.* depending, *A* wins the whole Stake, if he ſucceeds by this Method of Play; but ſhou'd he play the cloſe Game, by forcing *C* or *D* to trump firſt, he having won the odd Trick already, and being ſure of winning two more in his own Hand, by this Method his Game will be ſcored 9 to 7. which is about 3 to 2, and therefore *A*'s Share of the 70*l.* will amount only to 42*l.* and by this Method *A* only ſecures 7*l.* Profit; but in the other Caſe, upon ſuppoſition that *A* and *B* have 11 to 3 of the Stake depending

pending, as aforeſaid, by playing his Trump, he is intitled to 55*l.* out of the 70*l.* depending.

The foregoing Caſe being duly attended to, may be applied to the like purpoſe, in other Parts of the Game.

CHAP. XI.

Some Directions how to play when an Ace, King, or Queen are turned up on your Right Hand, &c.

I.

SUppoſe the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King, and Queen of another Suit, and eight Cards of no Value, *Query*, How muſt this Game be played? Begin with the Ace of the Suit of which you have Ace, King, and Queen, which is an information to your Partner that you have the Command of that Suit; then play your Ten of Trumps, becauſe it is five to two that your Partner has King, Queen, or Knave of Trumps; and tho'

it is about ſeven to two that your Partner has not two Honours, yet, ſhould he chance to have them, and they prove to be the King and Knave, in that Caſe, as your Partner will paſs your Ten of Trumps, and as it is thirteen to twelve againſt the laſt Player for holding the Queen of Trumps, upon ſuppoſition your Partner has it not, in that Caſe, when your Partner has the Lead, he plays to your ſtrong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almoſt certain of winning the Queen, if he lies behind it.

The foregoing Caſe ſhews, that turning up of an Ace againſt you, may be made leſs beneficial to your Adverſaries, provided you play by this Rule.

II. If

II.

If the King or Queen are turned up on your Right-hand, the like Method of Play may be made uſe of; but you are always to diſtinguiſh the Difference of your Partner's Capacity, becauſe a good Player will make a proper Uſe of ſuch Play, but a bad one ſeldom, if ever.

III.

Suppoſe the Adverſary on your Right-hand leads the King of Trumps, and that you ſhou'd have the Ace and four ſmall Trumps, with a good Suit; in this Caſe it is your Intereſt to paſs the King; and tho' he ſhou'd have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the ſmall one, imagining that his Partner has the Ace; when he plays the ſmall one, you are to paſs it, becauſe it is an equal Wager that your Partner has a

better Trump than the laſt Player, if ſo, and that he happens to be a tolerable Player, he will judge you have a good Reaſon for this Method of Play, and conſequently, if he has a third Trump remaining, he will play it, if not, he will play his beſt Suit.

IV.

A Critical Caſe to win an odd Trick.

Suppoſe *A* and *B* Partners againſt *C* and *D*, and ſuppoſe the Game to be Nine all, and ſuppoſe all the Trumps are played out, *A* being the laſt Player, has the Ace and four other ſmall Cards of a Suit in his Hand, and one thirteenth Card remaining; *B* has only two ſmall Cards of *A*'s Suit; *C* has Queen and two other ſmall Cards of that Suit; *D* has King, Knave, and one ſmall Card of the ſame Suit. *A* and *B* have won three Tricks,

C and *D* have won four Tricks; it therefore follows that *A* is to win four Tricks out of the ſix Cards in his Hand, in order to win the Game. *C* leads this Suit, and *D* puts up the King; *A* gives him that Trick, *D* returns that Suit; *A* paſſes it, and *C* puts up his Queen; thus *C* and *D* have won ſix Tricks, and *C* imagining the Ace of that Suit to be in his Partner's Hand, returns it, by which means *A* wins the four laſt Tricks, and conſequently the Game.

V.

Suppoſe you ſhou'd have the King and five ſmall Trumps, and that your right-hand Adverſary plays the Queen; In that Caſe do not put on your King, becauſe it is an equal Wager that your Partner has the Ace; and ſuppoſe your Adverſary ſhou'd have Queen, Knave, Ten, and one ſmall Trump, it is alſo an equal Wager that

that the Ace lies ſingle, either in your Adverſaries Hand or Partner's, in either of which Caſes it is bad Play to put on your King; but if the Queen of Trumps is led, and that you ſhou'd happen to have the King, with two or three Trumps, it is the beſt Play to put on the King, becauſe it is good Play to lead from the Queen aod one ſmall Trump only; and, in that Caſe, ſhou'd your Partner have the Knave of Trumps, and your left-hand Adverſary hold the Ace, your neglectiug to put on the King is the Loſs of a Trick.

CHAP.

CHAP. XII.

The Ten or Nine being turn'd up on your Right-hand, &c.

I.

SUPPOSE the Ten is turned up on your Right-hand, and that you ſhou'd have King, Knave, Nine, and two ſmall Trumps; with eight other Cards of no Value, and that it is proper for you to lead Trumps; in that Caſe, begin with the Knave, in order to prevent the Ten from making of a Trick; and tho' it is about five to four that your Partner holds an Honour, yet if that ſhou'd fail, by fineſſing your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II.

II.

The Nine being turned up on your Right-hand, and that you ſhou'd have Knave, Ten, Eight, and two ſmall Trumps, by leading the Knave it anſwers the like Purpoſe of the former Caſe,

III.

You are to make a wide Difference between a Lead of Choice and a forced Lead of your Partner's, becauſe in the firſt Caſe he is ſuppoſed to lead from his beſt Suit, and finding you deficient in that Suit, and not being ſtrong enough in Trumps, and not daring to force you, he then plays his next beſt Suit, by which Alteration of Play it is next to a Demonſtration that he is weak in Trumps, but ſhould he perſevere, by playing off his firſt Lead, if he is a good Player, you are to judge him ſtrong in Trumps, and it is a Direction for you to play your Game accordingly.

IV.

IV.

There is nothing more pernicious at the Game of Whiſt, than to change Suits often, becauſe in every new Suit you run the Riſk of giving your Adverſary the Tenace; and therefore, tho' you lead from a Suit of which you have Queen, Ten, and three ſmall ones, and your Partner puts up the Nine only, in that Caſe, if you ſhou'd happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your beſt Play to purſue the Lead of that Suit, by playing your Queen, which leaves it in your Partner's Option whether he will Trump it or not, in caſe he has no more of that Suit; but in your ſecond Lead, in caſe you ſhould happen to have the Queen or Knave of any other Suit, with

one Card only of the ſame Suit, it would be better Play to lead from your Queen or Knave of either of thoſe Suits, it being 5 to 2 that your Partner has one Honour at leaſt in either of thoſe Suits.

V.

If you have Ace, King, and one ſmall Card of any Suit, with four Trumps; if your right-hand Adverſary leads that Suit, paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you gain a Trick by it; if otherwiſe, as you have four Trumps, you need not fear to loſe by it, becauſe when Trumps are played, you may be ſuppoſed to have the Long Trump.

CHAP. XIII.

A CAUTION *not to part with the Command of your Adverſaries great Suit*, &c.

I.

IN caſe you are weak in Trumps, and that it does not appear that your Partner is very ſtrong in them, be very cautious how you part with the Command of your Adverſary's great Suit: For ſuppoſe your Adverſary plays a Suit of which you have King, Queen, and one ſmall Card only, the Adverſary leads the Ace, and, upon playing the ſame Suit, you play your Queen, which makes it almoſt certain to your Partner that you have the King; and ſuppoſe your Partner refuſes to that Suit, do not

play the King, becauſe if the Leader of that Suit, or his Partner, have the Long Trump, you riſk the loſing of three Tricks to get one.

II.

Suppoſe your Partner has ten Cards remaining in his Hand, and that it appears to you, that they conſiſt of Trumps and one Suit only; and ſuppoſe you ſhould have King, Ten, and one ſmall Card of his ſtrong Suit, with Queen and two ſmall Trumps; in this Caſe, you are to judge he has five Cards of each Suit, and therefore you ought to play out the King of his ſtrong Suit, and if you win that Trick, your next beſt Play is, to throw out the Queen of Trumps; if that likewiſe comes home, proceed to play Trumps; this Method of Play may be made uſe of

at any Score of the Game, except at 4 and 9.

III.

The TRUMP *turned up to be remembered.*

It is ſo neceſſary that the Trump turned up ſhou'd be known and remembered, both by the Dealer and his Partner, that we think it proper to obſerve, That the Dealer ſhou'd always ſo place that Card, as to be certain of having Recourſe to it: For, ſuppoſe it to be only a 5, and that the Dealer has two more, *viz.* the 6 and 9, if his Partner Trumps out with Ace and King, he ought to play his 6 and 9; becauſe, let us ſuppoſe, your Partner to have Ace, King, and four ſmall Trumps, in this Caſe, by your Partner's knowing

ing you have the 5 remaining, you may win many Tricks.

IV.

Your right-hand Adverſary leads a Suit, of which you have Ten, and two ſmall ones; the third Hand puts up the Knave, your Partner wins it with the King; when your Right-hand leads that Suit again, and plays a ſmall one, do you put on your Ten, becauſe it may ſave your Partner's Ace, upon Suppoſition that your right-hand Adverſary led from the Queen; you will ſeldom fail of Succeſs by this Method of Play.

V.

Suppoſe you have the beſt Trump, and that the Adverſary *A* has one Trump only remaining, and that it appears to you that your Adverſary *B* has

a

a great Suit; in this Caſe, tho' you permit *A* to make his Trump, yet by keeping the Trump in your Hand, you prevent the Adverſary *B* from making his great Suit; whereas, if you had taken out *A*'s Trump, it had made only one Trick difference, but by this Method you probably ſave three or four Tricks.

VI.

The following CASE *happens frequently.*

That you have two Trumps remaining when your Adverſaries have only one, and it appears to you that your Partner has one great Suit, in this Caſe always play a Trump; tho' you have the worſt, becauſe by removing the Trump out of your Adverſary's Hands, there can

can be no Obſtruction to your Partner's great Suit.

VII.

Suppoſe you ſhou'd have three Trumps when no body elſe have any, and that you ſhou'd have only four Cards of any certain Suit remaining; in this Caſe play a Trump, which ſhews your Partner that you have all the Trumps, and alſo gives you a fair Chance for one of your Adverſaries to throw away one Card of the aforeſaid Suit; by which means, ſuppoſing that Suit to have been once led, and one thrown away makes Five, and four remaining in your Hand makes Nine, there being only four remaining between three Hands, and your Partner having an equal Wager to hold a better Card in that Suit than the laſt Player, it therefore follows that you have

have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII.

Suppoſe you have five Trumps and ſix ſmall Cards of any Suit, and you are to lead; the beſt Play is to lead from the Suit of which you have ſix, becauſe, as you are deficient in two Suits, your Adverſaries will probably trump out, which is playing your own Game for you; whereas, had you begun with playing Trumps, they would force you, and conſequently deſtroy your Game.

CHAP. XIV.

Some Purchaſers of the TREATISE *in Manuſcript, diſpoſed of the laſt Winter, having deſired a further Explanation concerning the playing of Sequences, they are explained in the following manner.*

I.

IN Trumps you are to play the higheſt of your Sequences, unleſs you ſhould have Ace, King, and Queen, in that Caſe play the loweſt, in order to let your Partner into the State of your Game.

II.

In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two ſmall

ſmall ones; whether you are ſtrong in Trumps or not, it is the beſt Play to begin with the Knave, becauſe, by getting the Ace out of any Hand, you make room for the whole Suit.

III.

And in caſe you are ſtrong in Trumps, ſuppoſing you ſhould have a Sequence of Queen, Knave, Ten, and two ſmall Cards of any Suit; in that Caſe, you ought to play the higheſt of your Sequence, becauſe, if either of the Adverſaries ſhould trump that Suit in the ſecond Round, by being ſtrong in Trumps, you fetch out their Trumps, and conſequently make the Remainder of that Suit.

The like Method may be taken, if you ſhould happen to have a Sequence, by Knave, Ten, Nine, and two ſmall Cards of any Suit. IV.

IV.

If you have a Sequence of King, Queen, Knave, and one ſmall Card of any Suit, whether you are ſtrong in Trumps, or otherwiſe, play your King; and do the like by any inferior Sequences, if you have only four in Number.

V.

But if you ſhould happen to be weak in Trumps, you muſt always begin with the loweſt of the Sequence, in caſe you ſhou'd have five in Number; for, ſuppoſe your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference whether you or your Partner win a Trick? For if you had the Ace and four ſmall Cards of any Suit, and are weak in Trumps, and led from that Suit; if you play well, you ought to play

play the Ace; if you are very ſtrong in Trumps, you may play your Game as backward as you pleaſe; but if you are weak in Trumps, you muſt play the Reverſe.

VI.

Let us explain what is meant by being Strong or Weak in Trumps.

If you have Ace, King, and three ſmall Trumps.

King, Queen and 3 ſmall Trumps
Queen, Knave, and 3 ſm. Trumps
Queen, Ten, and 3 ſmall Trumps
Knave, Ten, and 3 ſmall Trumps
Queen, and four ſmall Trumps
Knave, and four ſmall Trumps.

In any of the aforeſaid Caſes, you may be underſtood to be very Strong in Trumps, and therefore you may play by the fore-

foregoing Rules, being morally aſſured of having the Command in Trumps.

If you have two or three ſmall Trumps only, we underſtand you to be Weak in them.

VII.

What Strength in Trumps intitles you to force your Partner at any Point of the Game.

Ace, and three ſmall Trumps.
King, and three ſmall Trumps.
Queen, and three ſmall Trumps.
Knave, and three ſmall Trumps.

VIII.

If, by Accident, either you or the Adverſaries have forced your Partner (tho' you are weak in Trumps) if he has had the Lead, and does not chooſe to trump out, force him on as often as the Lead comes into your Hand,

Hand, unleſs you have good Suits of your own to play.

IX.

If you ſhould happen to have only two or three ſmall Trumps, and that your right-hand Adverſary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X.

Suppoſe you have Ace, Knave and one ſmall Trump, and that your Partner trumps to you, ſuppoſe from the King and three ſmall Trumps, *Query*, Whether it is the beſt Play to put on the Ace or Knave? And ſuppoſe your right-hand Adverſary has three Trumps, and that your left-hand Adverſary has the like Number; in this Caſe, by fineſſing of your Knave, and playing

ing your Ace, if the Queen is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you ſhou'd play the Ace, and then return the Knave, admitting your left-hand Adverſary puts on the Queen, which he ought to do, it is above 2 to 1 that one of the Adverſaries have the Ten, and conſequently you gain no Trick by playing thus.

XI.

If your Partner has led from the Ace of Trumps, and ſuppoſe you ſhou'd have King, Knave, and one ſmall Trump, by putting on your Knave, and returning the King, it anſwers exactly the like Purpoſe of the former Rule.

In other Suits you may practiſe the like Method.

XII.

If you are ſtrong in Trumps, and that you have King, Queen, and two or three ſmall Cards in any other Suit, you may lead a ſmall one, it being 5 to 4 that your Partner has an Honour in that Suit; but if you are weak in Trumps, you ought to begin with the King.

XIII.

If your right-hand Adverſary leads a Suit of which you have King, Queen, and two or three ſmall Cards of the ſame Suit, you being ſtrong in Trumps, may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV.

If your right-hand Adverſary leads a Suit of which you have King, Queen, and one ſmall Card, whether in Trumps or not, put on the Queen: Alſo if you have

ing your Ace, if the Queen is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you ſhou'd play the Ace, and then return the Knave, admitting your left-hand Adverſary puts on the Queen, which he ought to do, it is above 2 to 1 that one of the Adverſaries have the Ten, and conſequently you gain no Trick by playing thus.

XI.

If your Partner has led from the Ace of Trumps, and ſuppoſe you ſhou'd have King, Knave, and one ſmall Trump, by putting on your Knave, and returning the King, it anſwers exactly the like Purpoſe of the former Rule.

In other Suits you may practiſe the like Method.

XII.

If you are ſtrong in Trumps, and that you have King, Queen, and two or three ſmall Cards in any other Suit, you may lead a ſmall one, it being 5 to 4 that your Partner has an Honour in that Suit; but if you are weak in Trumps, you ought to begin with the King.

XIII.

If your right-hand Adverſary leads a Suit of which you have King, Queen, and two or three ſmall Cards of the ſame Suit, you being ſtrong in Trumps, may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV.

If your right-hand Adverſary leads a Suit of which you have King, Queen, and one ſmall Card, whether in Trumps or not, put on the Queen: Alſo if you have

Queen, Knave, and one ſmall Card, put on the Knave; and if you have Knave, Ten, and one ſmall Card, put on the Ten. By putting up the ſecond Beſt, as aforeſaid, your Partner has an Expectation of your having a better Card, or Cards, in the ſame ſuit; and, by recourſe to the Calculations annexed to this Treatiſe, he may be able to judge what are the Odds for and againſt him.

XV.

If you ſhould have Ace, King, and two ſmall Cards in any Suit, being ſtrong in Trumps; if your right-hand Adverſary leads that Suit, you may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you gain a Trick by it: if otherwiſe, you need not fear to make your Ace and King, by your Strength in Trumps.

XVI. If

XVI.

If you ſhou'd have the Ace; Nine, Eight, and one ſmall Trump, and that your Partner leads the Ten, in that Caſe paſs it, becauſe, unleſs the three Honours lie behind you, you are ſure of making two Tricks; do the like, if you ſhou'd have the King, Nine, Eight, and one ſmall Trump; or the Queen, Nine, Eight, and one ſmall Trump.

XVII.

In order to deceive your Adverſaries, if your right-hand Adverſary leads from a Suit, of which you have Ace, King and Queen, or Ace, King, and Knave, put on the Ace; becauſe that encourages the Adverſaries to play that Suit again: And tho' you deceive your Partner by this Method of Play, you alſo deceive your Adverſaries, which is of greater Conſequence in this Caſe, becauſe if you had put on the

loweſt of the Terce-major, or the Knave in the other Suit, your right-hand Adverſary had made a Diſcovery, that the Strength of that Suit was againſt him, and conſequently wou'd have changed Suits.

XVIII.

Suppoſe you have Ace, Ten, and one ſmall Card of any Suit; alſo the Ace, Nine, and one ſmall Card in any Suit; *Query*, Which of theſe Suits ought you to lead from? *Anſwer*, From the Suit of which you have the Ace, Nine, and one ſmall Card; for this Reaſon, it being an equal Wager that your Partner has a better Card in that Suit, than the laſt Player; if not, let us then ſuppoſe that your right-hand Adverſary leads from the King or Queen of the Suit, of which you have the Ace, Ten, and one ſmall Card: in that Caſe, it is an equal Wager that your Partner has

has a better Card in that Suit than the third Hand; if that happens to be the Caſe, upon the Return of the Suit you lie tenace, and conſequently ſtand a fair Chance for three Tricks in that Suit.

XIX.

A Caſe to demonſtrate the Tenace.

Let us ſuppoſe *A* and *B* to play at Two-handed Whiſt, aud let us ſuppoſe *A* to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which, in caſe *B* always leads, are ſix ſure Tricks. Let us ſuppoſe he has the ſame Hand in Spades, which, in caſe *B* always leads, are ſix ſure Tricks. We ſuppoſe *B* has the Remainder of theſe two Suits.

Let us ſuppoſe *B* to have the ſame Hand in Hearts and Diamonds, as *A* has in Spades, and Clubs, and that *A* has the Remainder of the Hearts and Diamonds, which, in caſe *A*, always leads,

leads; are twelve ſure Tricks alſo to *B*.

The foregoing Caſe ſhews that both Hands are exactly equal; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only:

But if one names the Trumps, and the other leads, he that names the Trumps, ought to win fourteen Tricks.

Thoſe who would attain to the playing of Whiſt to perfection, muſt not be content only with being a Maſter of the Calculations contained in this Treatiſe, and alſo an enact Judge of all the general and particular Caſes in the ſame, but be a very punctual Obſerver of ſuch Cards as are thrown away, both by his Partner and Adverſaries, and at what time: Whoever attends cloſely to theſe Particulars, is the moſt likely to attain their End.

FINIS.